

**TABLE 9.6.1 Lighting Power Densities Using the Space-by-Space Method**  
**ANSI/ASHRAE/IESNA Standard 90.1-2007**

*In cases where both a common space type and a building-specific type are listed, the building specific space type shall apply.*

<b>Common Space Types</b>	<b>LPD, watts/sf</b>	<b>Building-Specific Space Types</b>	<b>LPD, watts/sf</b>
Office – Enclosed	1.1	Gymnasium/Exercise Center	
Office – Open Plan	1.1	Playing Area	1.4
Conference/Meeting/Multipurpose	1.3	Exercise Area	0.9
Classroom/Lecture/Training	1.4	Courthouse/Police Station/Penitentiary	
For Penitentiary	1.3	Courtroom	1.9
Lobby	1.3	Confinement Cells	0.9
For Hotel	1.1	Judges’ Chambers	1.3
For Performing Arts Theater	3.3	Fire Stations	
For Motion Picture Theater	1.1	Engine Room	0.8
Audience/Seating Area	0.9	Sleeping Quarters	0.3
For Gymnasium	0.4	Post Office – Sorting Area	1.2
For Exercise Center	0.3	Convention Center – Exhibit Space	1.3
For Convention Center	0.7	Library	
For Penitentiary	0.7	Card File and Cataloging	1.1
For Religious Buildings	1.7	Stacks	1.7
For Sports Arena	0.4	Reading Area	1.2
For Performing Arts Theater	2.6	Hospital	
For Motion Picture Theater	1.2	Emergency	2.7
For Transportation	0.5	Recovery	0.8
Atrium – First Three Floors	0.6	Nurses’ Station	1.0
Atrium – Each Additional Floor	0.2	Exam/Treatment	1.5
Lounge/Recreation	1.2	Pharmacy	1.2
For Hospital	0.8	Patient Room	0.7
Dining Area	0.9	Operating Room	2.2
For Penitentiary	1.3	Nursery	0.6
For Hotel	1.3	Medical Supply	1.4
For Motel	1.2	Physical Therapy	0.9
For Bar Lounge/Leisure Dining	1.4	Radiology	0.4
For Family Dining	2.1	Laundry – Washing	0.6
Food Preparation	1.2	Automotive – Service/Repair	0.7
Laboratory	1.4	Manufacturing	
Restrooms	0.9	Low Bay (<25 ft Floor to Ceiling Height)	1.2
Dressing/Locker/Fitting Room	0.6	High Bay (≥25 ft Floor to Ceiling Height)	1.7
Corridor/Transition	0.5	Detailed Manufacturing	2.1
For Hospital	1.0	Equipment Room	1.2
For Manufacturing Facility	0.5	Control Room	0.5
Stairs – Active	0.6	Hotel/Motel Guest Rooms	1.1
Active Storage	0.8	Dormitory – Living Quarters	1.1
For Hospital	0.9	Museum	
Inactive Storage	0.3	General Exhibition	1.0
For Museum	0.8	Restoration	1.7
Electrical/Mechanical	1.5	Bank/Office – Banking Activity Area	1.5
Workshop	1.9	Religious Buildings	
Sales Area	1.7	Worship Pulpit/Choir	2.4
		Fellowship Hall	0.9
		Retail	
		Sales Area	1.7
		Mall Concourse	1.7
		Sports Arena	
		Ring Sports Area	2.7
		Court Sports Area	2.3
		Indoor Playing Field	1.4
		Warehouse	
		Fine Material Storage	1.4
		Medium/Bulky Material Storage	0.9
		Parking Garage – Garage Area	0.2
		Transportation	
		Airport – Concourse	0.6
		Air/Train/Bus – Baggage Area	1.0
		Terminal – Ticket Counter	1.5